

### AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A system for developing interactive applications distributed on a digital transmission channel, these interactive applications installed at a point of the digital transmission network consisting of a succession of ~~thematic~~ scenes incorporating at least images in point mode, video images, sound sequences and information in text file form represented at the level of at least one display monitor, the interactive nature of ~~these~~ said interactive applications being produced by way of a specific functionalization of ~~the a~~ control interface for a control module of the said display monitor furnished with an operating system, ~~the assembly consisting of the~~ said display monitor, said control module and said operating system constituting an execution platform, ~~this~~ said system for developing interactive applications comprising:

at least one electronic editor allowing the simulation, ~~on the one hand,~~ of the a display screen of said display monitor[[,]] and[[,]] ~~on the other,~~ of the control interface for a control module associated with ~~this~~ said display monitor, and

means for generating a plurality of virtual objects[[,]] specific to ~~the a~~ considered interactive application ~~considered~~, each of the plurality of virtual object of said virtual objects consisting of components chosen from among at least images in point mode, video images, sound sequences and information in the form of text files being capable of being to be edited, displayed and represented by said electronic editor so as to form at least one constituent scene of said considered interactive application, ~~wherein it furthermore comprises:~~ ;

[[(-)] control means for correlating a plurality of event/action pairs, an event being defined as ~~the a~~ breakage of state equilibrium of said operating system and an action being defined as one of an initialization ~~respectively and~~ a modification of at least one ~~of the~~ display and representation parameters for ~~one or more constituent~~ a scene[s] of said considered interactive application; and

[[(-)] means for storing the set of event/action pairs, correlated and constituting said considered interactive application.

2. (Currently Amended) The system as claimed in claim 1, wherein said control means for correlating a plurality of event/action pairs comprises means for generating a series of instructions exhibiting a checking structure of a list of requests type for "EVENT" IF condition on any given Boolean variable  $B_i$  [ $B_0, B_1, \dots, B_j, B_N$ ] of a set of Boolean variables being true THEN "ACTION" ~~or~~ where "EVENT" designates a variable representative of an event and "ACTION" designates a variable representative of an action conditioned on the said set of Boolean variables, said variable "EVENT" being true constituting for each event/ action pair a breakage of state equilibrium of said operating system and said action constituting an initialization or a modification of at least one of the display and representation parameters for at least one ~~or more constituent~~ scenes of said considered interactive application.

3. (Currently Amended) The system as claimed in claim 2, wherein the said set of event/action pairs is organized according to a suite of lines of macro-instructions each comprising an execution position field, an event field, an action field, a list of conditions field and a Boolean halt variable field.

4. (Currently Amended) The system as claimed in claim 1, wherein said display monitor, said control module and said operating system being those of a television receiver, said electronic editor allows the simulation of the display screen of this said television receiver and of the control interface for a universal remote control module associated with this said television receiver, with a specific key of said simulated universal remote control module there being associated an event, causing the breakage of state equilibrium of said operating system.

5. (Currently Amended) The system as claimed in claim 1, wherein said display monitor, said control monitor and said operating system being those of one of a workstation ~~or and~~ of a microcomputer, said electronic editor allows the simulation of the display screen of this said microcomputer and of the control interface for a peripheral input apparatus of this said microcomputer, ~~such as the~~ like its keyboard, with a specific key of said peripheral input

apparatus there being associated an event causing the breakage of state equilibrium of said operating system.

6. (Currently Amended) The system as claimed in claim 1, wherein ~~the~~ said set of event/action pairs is correlated according to a logic one-to-one mapping between event and action, according to a native interactive application, independently of the access format imposed by the system or platform for access to ~~the~~ said considered interactive application ~~considered~~.

7. (Currently Amended) The system as claimed in claim 1, wherein said electronic editor, said means generating virtual objects specific to ~~the~~ said considered interactive application and said control means for correlating a plurality of event/action pairs comprise a driver software module making it possible, ~~on the one hand,~~ on the basis of a window for displaying a representation of said control module and of peripheral apparatuses, to receive a corresponding variable "EVENT" and, ~~on the other hand,~~ on the basis of a window for displaying ~~constituent~~ scenes of said considered interactive application, to cause ~~either one of~~ one of their initialization ~~or~~ and their modification.

8. (Currently Amended) The system as claimed in claim 7, ~~wherein it~~ furthermore comprises a tool for creating macroinstructions, said tool comprising at least one screen page for correlating event/action pairs, ~~comprising~~ comprising at least one display window for a set of events, a display window for a triggered action associated with one of the events of ~~this~~ said set of events, and at least one parameterization window for the action triggered, and means ~~of for~~ for pointing and ~~of selection~~ for selecting, said correlating of event/action pairs being performed by ~~selection of~~ selecting one event from among the set of events and of the action by way of the pointing means.

9. (Currently Amended) The system as claimed in claim 7, ~~wherein it~~ furthermore comprises a tool for creating virtual objects, said tool for creating virtual objects comprising at least one screen page for creating objects, ~~comprising~~ comprising at least one

window for displaying a list of accessible objects, ~~this said~~ list of objects being displayed according to a level field and an object designation field, a window for choosing the mode of display/representation of ~~this said~~ objects, a field of object type making it possible to discriminate the nature of ~~this said~~ objects, and a field relating to a set of parameters dependent on the medium of display/ representation of ~~this said~~ objects.

10. (Currently Amended) The system as claimed in claim 7, ~~wherein it~~ ~~furthermore~~ comprising a tool for editing the media, said tool for editing the media comprising at least one "Media" screen page window, ~~comprising~~ at least one window for displaying a list of execution platforms, a window for displaying a list of specific media capable of intervening in the composition of a scene, each medium being defined by a name and an attribute, the attribute allocated to a given medium making it possible to discriminate one of the internal or and external nature of the said medium with regard to the application considered.

11. (Currently Amended) The system as claimed in claim 7, ~~wherein it~~ ~~furthermore~~ comprising a tool for editing phrases in the form of a text file, each phrase comprising an identification number making it possible to assign this phrase ~~either at the at least one of an interactive application level, or and at the a level of at least one or more constituent scenes of the said considered interactive application.~~

12. (Currently Amended) The system as claimed in claim 7, ~~wherein it~~ ~~furthermore~~ comprising a scene creation tool comprising at least one window for displaying a list of standard scenes tagged by a specific designation, a window for defining parameters of the chosen scene, parameters ~~such as~~ including scene identification number, color palette, choice of background on initialization of the scene, and starting position of the cursor, and a window for choosing options, said tool making it possible to create a new scene, to duplicate or to delete an existing scene.

13. (Currently Amended) The system as claimed in claim 7, ~~wherein it~~ ~~furthermore~~ comprising a tool for defining options in a scene, said tool for defining options making it possible on the basis of a ~~defined~~ given list of options for the scene considered

[[ - ]] to allot an option determined from among said given list of options, each option corresponding to a display attribute of a virtual object; and

[[ - ]] to ~~navigate~~ browse and choose an auxiliary option around the option allotted on the basis of a set of control buttons of the control module associated with ~~the~~ said display monitor.

14. (Currently Amended) The system as claimed in claim 7, ~~wherein it~~ ~~furthermore~~ comprising a tool for editing the attributes of a ~~determined~~ given interactive application, said attributes comprising at least one interactive application descriptive comments field, an interactive application author field, an interactive application name field, an interactive application version number field, and an interactive application color palette field.

15. (Previously Presented) The system as claimed in claim 7, wherein, for each application execution platform, it comprises a set of data tables common to the execution platform/ application pair, said set of common data comprising at least:

- a table of application data relating to said platform;
- a table of characteristic data for each platform;
- a table of events relating to said platform;
- a table of application actions relating to said platform;
- a table of fonts available for said platform.

16. (Previously Presented) The system as claimed in claim 15, wherein said table of application data relating to said platform is defined for the application considered by way of a text file.

17. (Currently Amended) The system as claimed in claim 1, wherein each interactive application is defined by a set of lists comprising at least one list of interactive application attributes, a list of common virtual objects, a list of event/action pairs, a list of fonts, a list of media, a list of variables, a list of phrases, a list of color palettes, a list of colors and a list of scenes.

18. (Previously Presented) The system as claimed in claim 15, wherein each element of the list of scenes, which element relates to a scene considered, a constituent of this application, comprises at least one list of scene attributes, a list of constituent virtual objects of the scene, a list of options, a list of phrases of the scene.

19. (Previously Presented) The system as claimed claim 1, wherein the set of data structures and macroinstructions constituting a native interactive application, it furthermore comprises a module for translating said native interactive application into an interactive application dedicated to a determined-type access terminal.

20. (Currently Amended) The system as claimed in claim 1, wherein, with the aim of developing cyclically broadcast interactive applications accessible on a TV channel from an access terminal furnished with a TV decoder, said system comprises at least:

[[ - ]] a manager means for managing a plurality of successive ~~constituent~~ scenes of ~~this~~ said considered interactive application according to a level of depth of each scene with regard to the current scene, said manager module making it possible to analyze and to discriminate over a determined number of successive scenes neighboring the current scene the common virtual objects and the common media associated with these objects of these successive scenes from the distinct virtual objects and distinct media associated with these objects of these successive scenes;

[[ - ]] means of updating said virtual objects and common media and virtual objects and distinct media for at least one successive ~~constituent~~ scene of this plurality of

successive scenes with respect to the current scene, thereby making it possible to optimize the volume of reupdating data and the acquisition time for these updating data as a function of the memory size allocated to each type of medium and of the number of levels of depth of analysis of each successive scene.

21. (New) A system for developing an interactive application distributed on a digital transmission channel comprising:

a computing apparatus including a display unit, an input device, and a processing apparatus operatively coupled to the display unit and the input device, wherein the processing apparatus provides an operating system that runs at least one electronic editor that simulates a display screen of a monitor of an execution platform and a control interface associated with a control module of the execution platform;

means for generating a set of virtual objects associated with the interactive application, the virtual object of the set of virtual objects comprising one of an image in point mode, a video image, a sound sequence and a text file, wherein the set of virtual objects are displayed and represented on the display unit by said electronic editor to form at least one constituent scene of the interactive application;

a control means for correlating a plurality of event-action pairs, the event being a breakage of state equilibrium of the operating system and an action being one of an initialization and a modification of at least one display and representation parameter for a scene of the interactive application; and

a means for storing the correlated event-action pairs, wherein said set of event/action pairs are achieved by logic one to one mapping between an event and an action independently of an access format imposed by said execution platform.